

DARKWURLDE

LOADING - RUN [ENTER]

When game has loaded, select controls and press 0 to start.

THE STORY - Narud Pendaryn is keeper of the King's Gardens on the planet of Lightwurde. One day, while investigating giant mole hills that have ruined his prize lawn, the ground gives way and he falls down and down. Recovering from his shock, he looks around and realises that he must be in Darkwurde, an underground world that he thought existed only in myth and legend.

Darkwurde is a complex made up of over 300 chambers, 16 levels deep. Narud has 40 days in which to find and destroy the 20 giant moles that live there. Unfortunately, there are also a host of other deadly creatures, some that materialise out of thin air, and some that hatch out of eggs. These can be killed by throwing a stone at them. There are other hazards like fires and acid droplets that must be simply avoided.

Six enchanted guardians block some of the entrances. These are matched with certain treasures. If you get the right treasure, the guardian will get out of the way. Here are the guardians and treasures, but you'll have to work out which goes with which.

GUARDIANS

The Crusher
The Possessed Statue
The Amoeba
Spider & Web
Stalagmites & Stalactites
The Giant Pineapple

TREASURES

Spraycan
Cutlery
Pistol
Switch
Boot
A small model of the
Stalagmites & Stalactites

Narud, being an enchanted Elf himself, can fly upwards, but only if he has enough Energy. He can replenish this by picking up the jugs that are scattered around the chambers. Certain rooms will also give him an extra Life. Certain other rooms contain Orchids. These magic orchids, when collected, give Narud invincibility from death for a limited period.

COUNTERS & METERS - At the top left you have number of Lives, starting with 5. Below that, you have the Day counter, and under that, the Energy meter. Along the bottom there are counters for the number of Moles killed, your Points score, the Level you are on, and the Invincibility counter. This starts at 200 when you get an orchid and invincibility lasts until it counts down to zero.

CONTROLS - Use Joystick 1 or 2. You can fire only in the direction you are moving. Or else use the following keyboard controls...

Q = LEFT
SPACE = FIRE

W = RIGHT
P = PAUSE

ENTER = FLY UP
O = RESTART